

Developing Personal Weather Minimums

Note: This worksheet was adapted from the Personal and Weather Risk Assessment Guide (October 2003).
www.faa.gov/education_research/training/fits/guidance/media/Pers%20Wx%20Risk%20Assessment%20Guide-V1.0.pdf.

Certification, Training, and Experience Summary

Certification	Certificate level (e.g., private, commercial, ATP)	
	Ratings (e.g., instrument, multiengine)	
	Endorsements (e.g., complex, high performance, high altitude)	
Training	Flight review (e.g., certificate, rating, Wings Program)	
	Instrument Proficiency Check	
	Time since checkout in airplane 1	
	Time since checkout in airplane 2	
	Time since checkout in airplane 3	
	Variation in equipment used (e.g., GPS navigators)	
Experience	Total flying time	
	Years flying	
	Hours in previous 12 months	
	Hours in this airplane (or identical model) in last 12 months	
	Landings in last 12 months	
	Night hours in last 12 months	
	Night landings in last 12 months	
	Hours flown in high density altitude in last 12 months	
	Hours flown in mountainous terrain in last 12 months	
	Crosswind landings in last 12 months	
	IFR hours in last 12 months	
	IMC hours (actual conditions) in last 12 months	
	Approaches (actual or simulated) in last 12 months	

Note: Use this part of the worksheet to review your recency and currency before a specific flight.

Suggested Personal Minimums

Weather Condition		VFR Pilot (100-200 hours)	IFR Pilot (300-500 hours)	My Personal Minimums
Ceiling & Visibility				
	Ceiling – DAY VFR	3,000 feet	2,000 feet	
	Ceiling – NIGHT VFR	5,000 feet	3,000 feet	
	Ceiling – IFR APPROACH	n/a	Minimums + 500	
	Visibility – DAY VFR	5 miles	3 miles	
	Visibility – NIGHT VFR	7 miles	5 miles	
	Visibility – IFR APPROACH	n/a	Minimums + ½ mile	
Turbulence (Wind)				
	Surface Wind Speed	15 knots	15 knots	
	Surface Wind Gusts	5 knots	5 knots	
	Crosswind Component	7 knots	7 knots	
Mountain Flying		Consult instructor or mentor		
Overwater Flying		Consult instructor or mentor		
Icing Conditions		n/a	Consult instructor or mentor	